

Bombberman

CSEE4840 Final Project Proposal

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1. Introduction

In this project, we intend to implement a popular game called BOMBERMAN. Firstly, it is a game of multiple players. The general goal for game player is to kill each other by strategically placing bombs which will explode after predefined period. Bombs in the game have predefined effective hurt range, within which any player will be losing Health Points. Game players act as opponents and the last one standing is the winner.

2. Implementation Brief

VHDL will be employed to configure the inter-connection of hardware, like keyboard, monitor, speaker, etc. Then the driver for the hardware will be implemented using C program. Main program will be developed based on these set-ups. These steps interleaves with each other.

3. Milestones

Milestone I

- Construction of game map
- Character sketch and movement control
- Hardware setup for these functions

Milestone II

- Bomb placement and explosion
- VGA driver and Color display
- Sound playback

Milestone III

- Multiplayer testing
- Fancy features: enhanced bomb explosion visual effect, allow bomber to kick bombs, etc
- Record previous players' scores and show the rank list on screen